WARHAMMER

EPIC 40,000

GOGARD'S LAST STAND

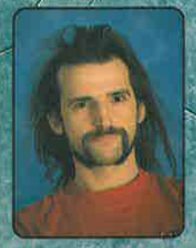
Captain Actaon watched the dust devils dance across the baking desert flats, the dust plumes of the approaching Ork warband stretching high into the fiery red sky. Beyond, black sulphurous clouds loomed low on the horizon. The Ork attack had come as a surprise so soon after the greenskins' crushing defeat. Already support was on its way from the neighbouring sectors, but until it arrived it was up to his detachment to hold off the Orks. Actaon felt the xenophobic pang of hatred for the greenskinned aliens. Years of indoctrination gave him an absolute loathing that consumed him. He wanted nothing more than to see these aliens dead. These aliens that dared trespass on the Emperor's world.

He checked the magazine on his bolter, and cleared the breech whilst issuing a prayer to his Primarch Rogal Dorn, "Bring merciless death to our enemy, lend us your strength today, by the light of Dorn and for the glory of the Emperor." He sighted the weapon along the desert road from behind the ruined wall. "Recite the rites of firing. Await my order." he barked over the comm-net.

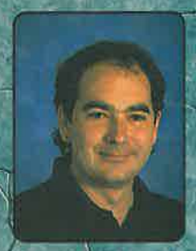
The warband ploughed forward, Orks hanging from their crudely constructed Battlewagons. Along the desert road lumbered three Stompas, smaller versions of the massive Gargants. Actaon's men waited, hidden in the sand-heaped ruins, heavy weapons blessed and trained. "Fire!" The ruins erupted as missiles split the air, the searing flashes of lascannon beams lit the desert amidst the scream of bolter fire. The lead Battlewagon exploded scattering Orks into the desert. Another Battlewagon burst into flame, slewing off the road in front of the Stompas. The Orks came on, firing wildly, shells exploding in the ruins, bolter fire blowing great gouts out of Actaon's cover. Bracing himself, Actaon emptied his bolter clip at the Orks, he saw two or three fall whilst shrapnel pattered off his powered armour. Now he could see just how many Orks there were, he was badly outnumbered. The battle brother next to him was punched off his feet by a bolter shell. Actaon rushed to his aid, drawing his bolt pistol. The comm-net chattered in his ear as sergeants issued orders. "All squads report in." he yelled over the barrage of incoming fire. The injured brother lay dying. With no Apothecary to carry out the rites, Actaon quickly commended his soul to Dorn before administering the Emperor's Peace and extracted his dead brother's gene-gland for future generations. All squads sergeants reported in, casualties were low, but growing. Time to disengage and fall back, there was no need to sacrifice more precious Space Marine lives here.

With the release of Epic 40,000 this month, we couldn't miss the opportunity to let you all in on the fun. So, we pried Jervis and Andy away from their many other projects and shackled them to a games table for an afternoon. As this is the first time you'll have seen an Epic battle, we've taken the chance to explain how the game works, rather than concentrate on the tactics used by each player and the exact actions of each model each turn. Hopefully, this will make some of the intricacies of the rules clearer, and show the strengths and weakness of the different unit types.

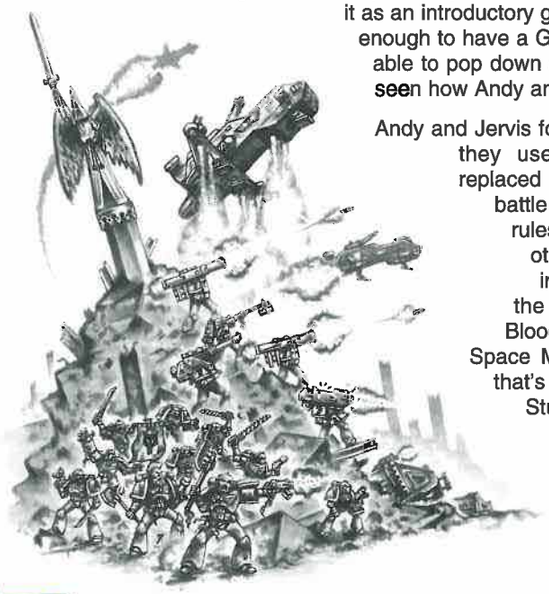
For this particular battle, Andy and Jervis fought out *Gogard's Last Stand*, one of the historical refights from the Epic 40,000 Battles Book. This scenario makes an excellent introductory game as it is quite simple and involves small forces. We'll be running it as an introductory game in our stores, so if you're lucky enough to have a Games Workshop near you, you'll be able to pop down and have a go yourself after you've seen how Andy and Jervis fared.



Andy Chambers



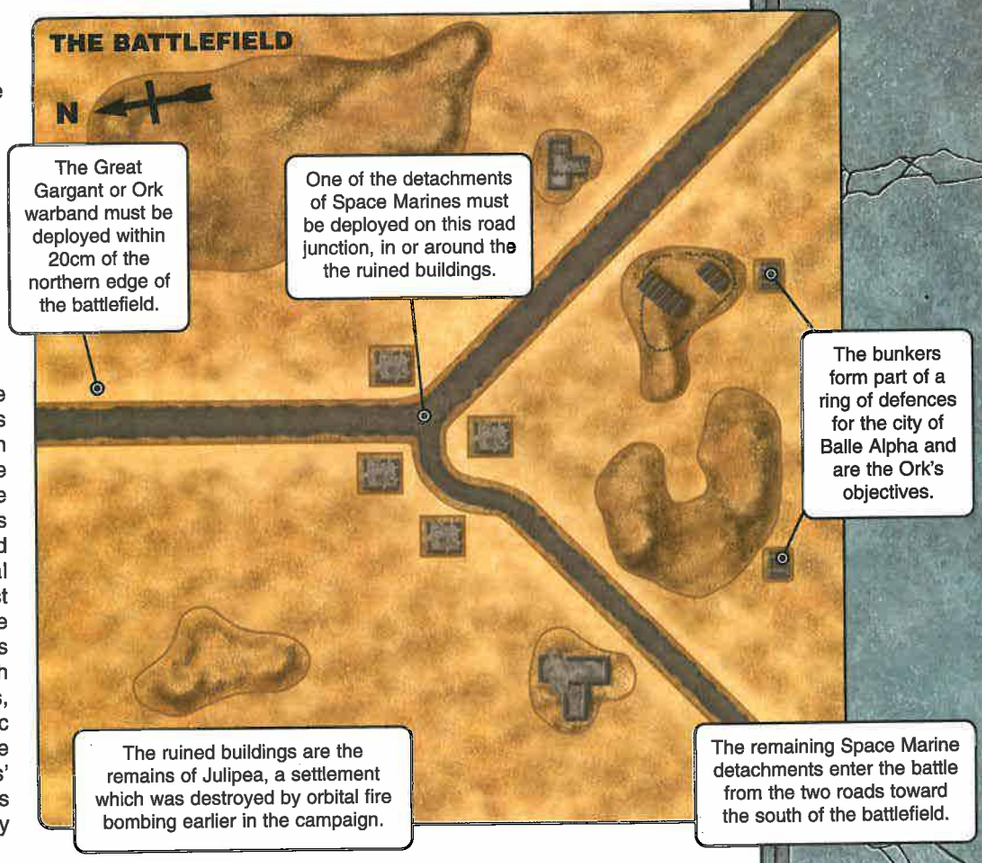
Jervis Johnson



Andy and Jervis fought the battle twice. The first time they used an Ork warband, which was replaced by a Great Gargant for the second battle in order to demonstrate how the rules for war engines work. The only other slight change we've made is that in the background to the scenario the Space Marines involved are Blood Angels. In this battle report the Space Marines are Imperial Fists because that's the chapter we painted for our Studio army. Andy took command of the Orks in the first battle whilst Jervis commanded the Space Marine defenders. They then swapped sides for the second game, with Jervis now commanding the Great Gargant and Andy trying to stop him.

THE SCENARIO

Having had the bulk of his force destroyed by the Space Marines whilst attacking the Imperial city of Balle Alpha, Ork Warboss Gogard is out for revenge. He's determined to do as much damage as he can before the Space Marines arrive to finish him off. To this end he plans to attack the Imperial city's defensive line and destroy two vital bunkers. In the first battle, we've replaced Gogard's Great Gargant with a warband of Orks, to explain the basic infantry and vehicle rules. The Orks' objective remains the same: destroy both bunkers.

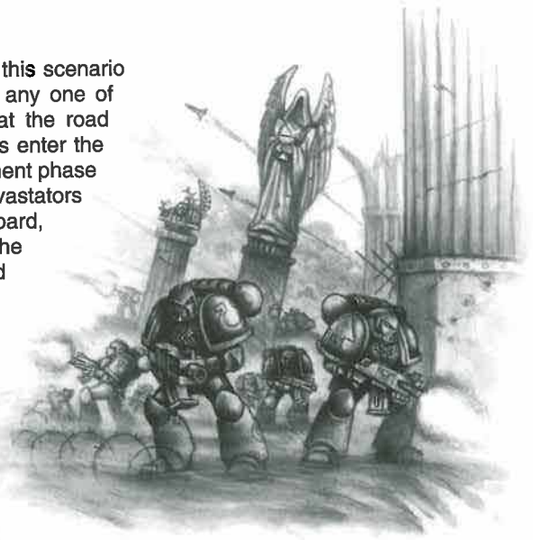

THE BATTLEFIELD
N
The Great Gargant or Ork warband must be deployed within 20cm of the northern edge of the battlefield.
One of the detachments of Space Marines must be deployed on this road junction, in or around the the ruined buildings.
The bunkers form part of a ring of defences for the city of Balle Alpha and are the Ork's objectives.
The ruined buildings are the remains of Julipea, a settlement which was destroyed by orbital fire bombing earlier in the campaign.
The remaining Space Marine detachments enter the battle from the two roads toward the south of the battlefield.

On the following pages you'll see lots of blue boxes with titles like "Initiative" and "Why 15cm?". These contain explanations of the rules and other important concepts used in Epic 40,000, and will hopefully enable you to understand much better the workings of the game. Also, the card section in this issue contains reference sheets for the Space Marines, Orks as well as general game information. Why not punch them out and use them to help you follow the battle? Enjoy!

GAME ONE DEPLOYMENT

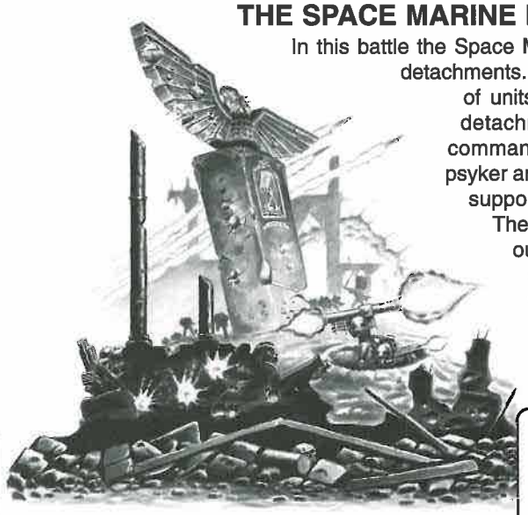
The Space Marines set up first. In this scenario the Space Marine player chooses any one of his three detachments to deploy at the road junction, the other two detachments enter the board in the Space Marines movement phase via the roads. Figuring that the Devastators will take longest to move onto the board, Jervis chooses to deploy them in the ruins, leaving the Land Raiders and Tactical detachment in reserve.

The Orks may deploy up to 20cm onto the board. Andy starts by placing his three Stompas on the road with the bulk of his force to their right. Each of the Battlewagons carries a stand of Boyz or Nobz. Finally, Andy places the Stormboyz units on his extreme right.



THE SPACE MARINE FORCE

In this battle the Space Marines are split into three detachments. A detachment is a group of units who fight together. Each detachment must have a commander, and may have a psyker and up to ten main force and support squads or squadrons. These details can be written out on a detachment card (like the ones shown here) which lists all the relevant game information for easy reference during the battle.

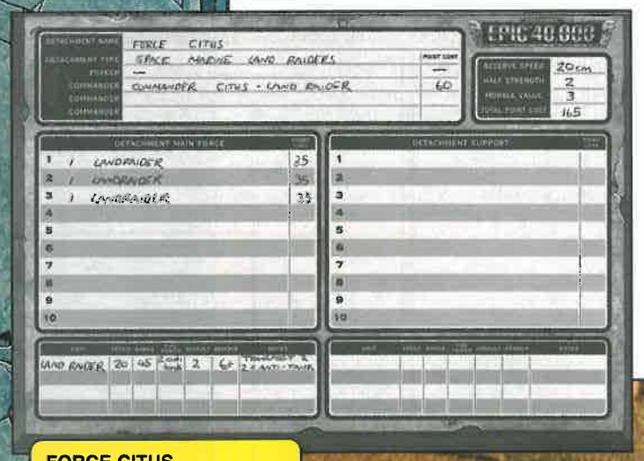


TACTICAL SPACE MARINES

Tactical Space Marines are good all round troops. They have good armour and close combat ability. However, they lack the long range of the Devastators.

DEVASTATORS

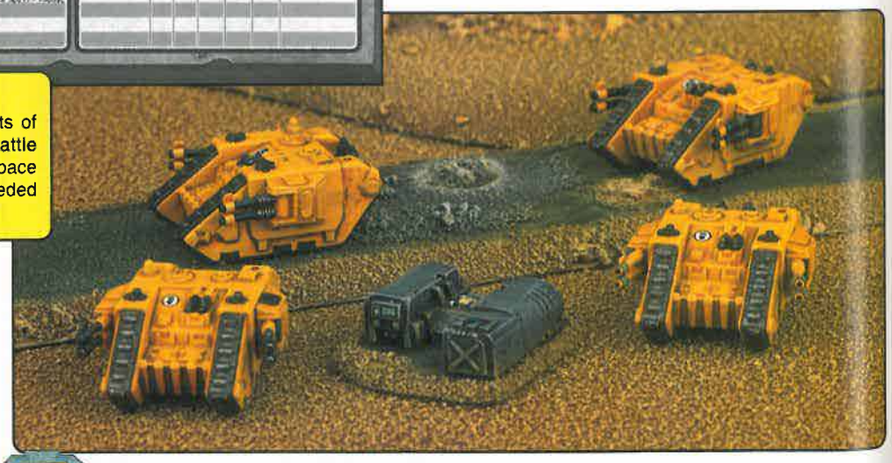
Space Marine Devastators carry heavy weapons into battle. This gives them more firepower and a longer range than the Tactical squads, but their bulky weapons make them less effective in close combat.



FORCE CITUS.
This detachment consists of four Land Raider battle tanks, and gives the Space Marines some much needed fast moving fire support.

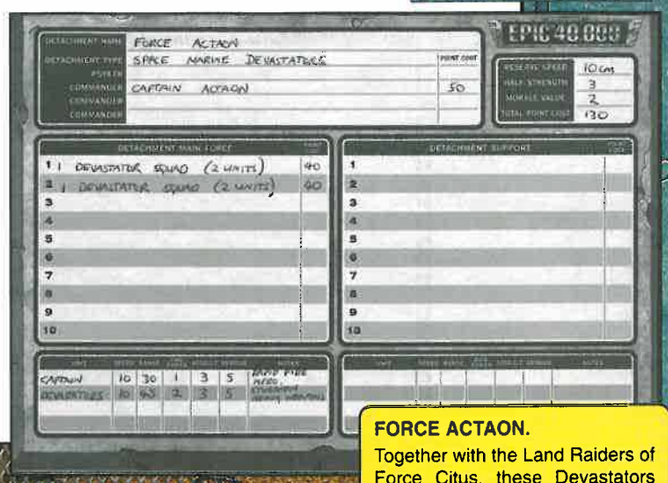
CAPTAINS

Space Marine Captains are heroes, they are very tough in close combat and get a saving throw against any damage.



LAND RAIDERS

Land Raiders are Space Marine battle tanks. They have superb armour and carry two powerful long range weapons. In addition to this, they can also transport two units of infantry, usually the elite Space Marine Terminators.



FORCE ACTAON.
Together with the Land Raiders of Force Citus, these Devastators provide the Space Marines with some heavy firepower.

FORCE LENTUS
SPACE MARINE TACTICAL SQUADS
CAPTAIN LENTUS IN RHINO
TACTICAL SQUAD (2 UNITS) IN RHINO
TACTICAL SQUAD (2 UNITS) IN RHINO
TACTICAL SQUAD (2 UNITS) IN RHINO

FORCE LENTUS.
The Tactical squads of Force Lentus are led by a Space Marine Captain.

RHINOS

Rhinos are the basic transport vehicles of the Space Marines, and several other vehicle types are based on their rugged design. They are fast and can carry two units of infantry, but have no firepower.

Gogard leads his Boyz through the desert, towards the defences of Balle Alpha.

THE ORK FORCE

In the first battle the Orks form a single large detachment led by their Warboss Gogard. The different troop types in this detachment are described on this page. This detachment represents all that remains of Gogard's army after his crushing defeat in the attack on Balle Alpha. In the second battle this detachment is replaced by a Great Gargant which Gogard commands personally.

THE WARBOSS (GOGARD)

The Ork Warboss is the detachment commander, he is very mean in close combat and very tough too!

BOYZ

Ork Boyz are the standard Ork troop type. They love nothing better than to get up close to "Stick da boot in!".

NOBZ

Ork Nobz are more survivable than the Boyz as well as being even harder in close combat.

STORMBOYZ

Ork Stormboyz are specialist assault troops equipped with jump packs which makes them very fast.

THE WEIRDBOY

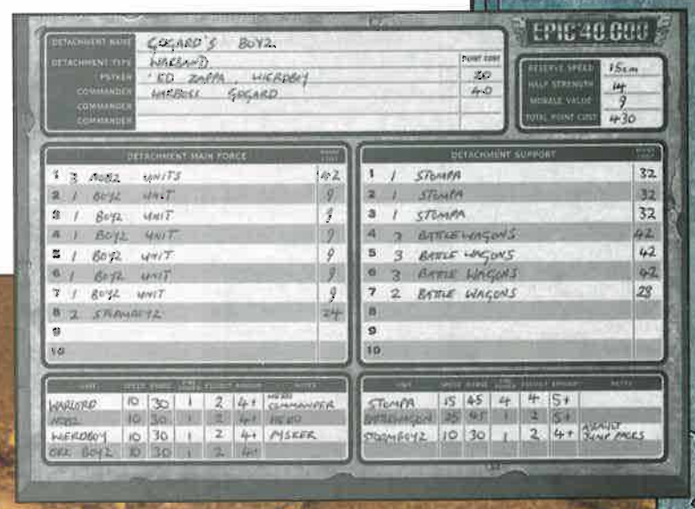
The Weirdboy is a psyker who uses his strange mental powers to zap the enemy at close range.

BATTLEWAGONS

Battlewagons are fast tanks with a long ranged weapon. They are also good at close combat due to the crushing rollers, sharp spikes and claws mounted on the front. A single unit of Orks can hitch a ride on each Battlewagon.

STOMPAS

A Stompa is a large armoured vehicle, shaped a bit like a giant Ork. They are pretty good at both shooting and close combat fighting.



Waaagh Gogard readies prepares for battle.

The Land Raiders of Force Citus patrol the streets of Balle Alpha before they are called into action.

INITIATIVE. To determine who has the initiative, one player draws a counter at random from a cup at the start of each phase. This will allow him to decide who moves, shoots or assaults first in that phase.

The number of each side's counters in the cup depends on each army's strategy rating. The side with the highest has three counters to the lower side's two.

In this scenario, the Space Marines always have the initiative in the Movement and Assault phases. Counters are drawn in the Shooting phase as normal.

TURN 1
THE MOVEMENT PHASE

Jervis has the initiative and lets the Orks move first. Ever in character, Andy decides that the Orks will assault, and marks this with an Order dice. This allows them to move, shoot with reduced effect, and move again in the Assault phase. The Orks advance en masse, with the Stompas gaining an extra 5cm worth of movement for spending their entire turn crunching down the road. In his hurry to reach the Space Marines Andy gets too close and Jervis yells "Snap-fire!". Two Battlewagons have strayed within 10cm of the Space Marines and Jervis rolls once to hit each of them. He misses both.

With the Ork's movement complete, it's the Space Marines to go. Jervis puts his Devastators onto overwatch. This will increase their accuracy when firing, but restricts their movement. He marks the Devastators with an Order dice to remind everyone. Turning his attention to the two reserve detachments, Jervis races forwards at top speed with his Land Raiders to get them into combat as soon as possible. They will not be able to fire this turn because they have marched. Jervis decides to be more cautious with the Tactical detachment and they assault instead. They spend the entire turn racing up the road, riding in their Rhinos, and so get the +5cm road bonus to their move.

SNAP-FIRE. A unit that gets within 10cm of the enemy in the movement phase can be snap-fired at. The unit fired on stops 10cm away and the firer rolls a D6 to hit them. You cannot snap-fire at enemy units that start their move within 10cm, or units moving in the assault phase. A snap-fire shot is a single roll to hit against the target's armour.

The Orks advance as a single mass, the ground shaking as they approach.

SHOOTING PHASE

In the Shooting phase the players take turns firing one of their detachments at a time, starting with whoever won the initiative for this phase. It's Jervis again, and he begins the slaughter with the Devastators of Force Actaon who are closest to the Orks and may not survive long enough to shoot if they don't go first!

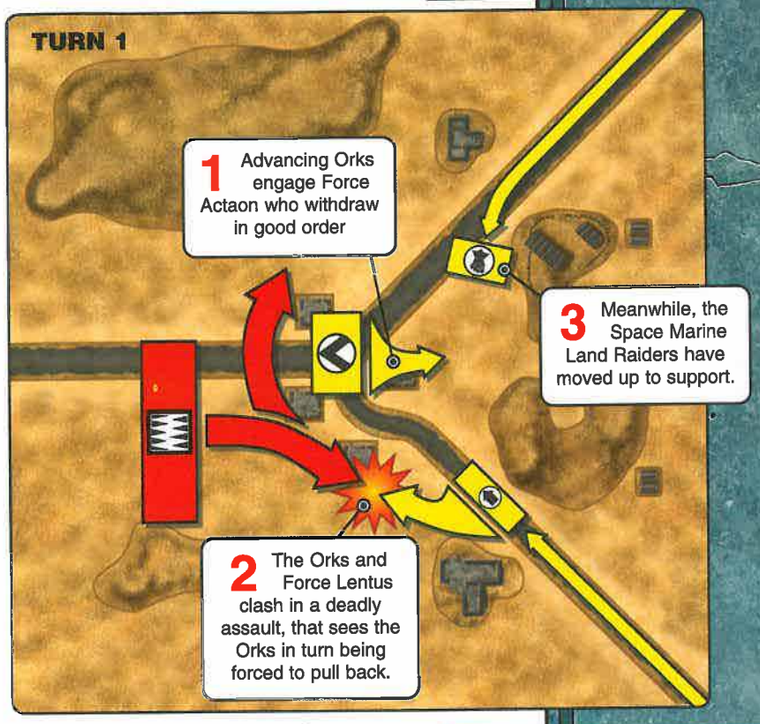
He checks which units are in range and have a line of fire. All the Space Marines are close enough to shoot, and with such a big target everyone can easily see some part of the advancing wall of Orks.

Next Jervis adds up the total firepower of the detachment. Each of the four Devastator units has a firepower of 2, giving a total of 8. Captain Actaon's unit has a firepower of 1, but as they are on overwatch they are able to use their *Rapid Fire* special ability (which allows them to double their firepower when on overwatch) and so this becomes 2 as well. Adding this to the 8 from the Devastators gives a total of 10 firepower for Force Actaon.

The Blast Markers Chart (on the reference card in this issue) tells us this inflicts 1 Blast marker on the Orks. Having placed the Blast marker Jervis refers to the Firepower Table. He cross references firepower 10 with the *vehicles or infantry in the open* column and sees that he will roll 5 dice to hit (see the table below, right). Now he looks up the armour value of the targets. Battlewagons are armour 5, so he will need to roll 5+ to kill them. The Ork Boyz units have armour 4, so he will need to roll 4 + to hit them. This is the lowest armour rating in the detachment. Rolling five dice Jervis gets two 1's, a 3, a 4 and a 6. Because the Devastators are on overwatch they can reroll any shots that miss. Jervis needs at least 4's to hit, so he rerolls the 1's and the 3. This time he gets a 2, a 3 and a 5. Discarding the dice that have scored less than a 4 Jervis has scored 3 hits.

As the incoming fire will obviously hit the closest Orks first, the three hits have to be allocated to the nearest enemy units. The closest one is a Battlewagon (armour 5) so Jervis allocates one of his sixes to this, destroying it. The next closest target is an Ork Nobz unit (armour 4) Jervis allocates the 4 to this. Nobz have the *Hero* special ability, giving them a 4+ saving throw to avoid being destroyed. Andy fails this save and the Nobz are killed. The next closest target is a Battlewagon on the road, and Jervis' final 6 destroys it.

Now it's the Orks turn to shoot back. Andy adds up the firepower of his detachment. Checking the ranges, he finds that every Ork unit can hit at least one Devastator stand, so his entire detachment can fire. Adding together the firepower for all the Orks gives a total of 31. Ouch! This puts 3 Blast markers on the Devastators who are in a far from enviable

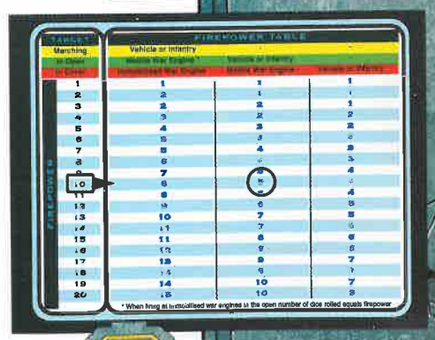

TURN 1
1 Advancing Orks engage Force Actaon who withdraw in good order
2 The Orks and Force Lentus clash in a deadly assault, that sees the Orks in turn being forced to pull back.
3 Meanwhile, the Space Marine Land Raiders have moved up to support.

SPECIAL MOVES. Detachments usually move and fire, but there are times when different tactics are required. Instead of taking a normal turn, any detachment may either:

Overwatch. This restricts movement to 5cm, but allows the detachment to reroll misses in the shooting phase.

Assault. Halves a detachment's firepower, but allows them to move in the assault phase, charging the enemy to engage in close combat or in firefights. An assault move must be towards the enemy.

March. A detachment cannot fire whilst marching, but triples its movement. Marching also assumes that a detachment is not making use of cover and so it is easier to hit.


FIREPOWER TABLE
Vehicle or Infantry
Marching
In Cover
FIREPOWER
* When firing at a vehicle or war engine a the down number of dice rolled equals firepower

From his covering position Actaon watched his men withdraw, struggling beneath the weight of their heavy weapons. Back through the smoking ruins he could see the Orks still advancing, Battlewagons would easily outpace his troops. The comm-net crackled in his ear. "Force Lentus reporting. We have your position Captain, what are your orders."

"Form a defensive line, hold the road and await support. Protect the fortifications brother Lentus, Dorn is with you. Honour your chapter."

Actaon turned to see a column of four Land Raiders racing across the desert flats, manoeuvring into firing positions. He rallied his battered men to him and issued new orders. They would form a new firing line here, supporting the Land Raiders.

On the road to his left Actaon saw Brother Lentus' men meet the Orks head on. The distant sound of firing echoed across the desert's rocky terrain. Explosion plumes rose into the red sky long before he heard their thunderous retort. The Orks were falling back, driven off by Force Lentus. He increased the magnification of his autosenses visor, focusing on the Ork Warboss. The brutish alien roared threats and abuse at his followers, and the warband swung round, still taking fire from the Imperial Fists on the road. They were coming his way.

LINE OF FIRE. As long as a unit can see at least one unit of an enemy detachment it can fire. Friendly troops do not block lines of fire, and if troops are in cover, like buildings, then they can always fire out.

THE ASSAULT PHASE. Detachments which have been marked with an Order dice as assaulting may act in the Assault phase. The Assault phase represents a Warhammer 40,000 type battle: close range firefights and close combats, often in dense terrain. The detachment must move towards the enemy in the Assault phase. During the Assault phase close combats are resolved before firefights.

position. Having placed these, Andy refers to the Firepower Table. The Orks are assaulting (charging forward, blasting from the hip) so their firepower is halved, rounding up. So their 31 firepower is reduced to 16. They also have 1 Blast marker on them from the hits they took earlier in the phase and this is subtracted from their firepower, leaving a total of 15. Cross referencing 15 firepower with the *vehicles or infantry in cover* column on the chart shows that Andy gets to roll 6 dice to hit.

Space Marines have an armour value of 5, but infantry in cover gets a +1 bonus to their armour value, making them armour 6. Andy needs to roll 6's to hit the Devastators as they hide in the ruins. He rolls six dice and fails to get a single hit!

And that's all the shooting. The Space Marine Tactical troops are still in their Rhinos and out of range, and the Land Raiders have made a march move this turn so they can't fire either.

BLAST MARKERS. Blast markers represent how much fire a detachment is taking. They affect a detachment's fighting ability as a whole, reducing its firepower and making it harder to win close combats and firefights. Blast markers can also pin a detachment down and make it difficult to rally. Blast markers remain with a detachment.

Detachments lose 1D6-1 Blast markers in each rally phase.

ASSAULT PHASE

Jervis has the initiative and decides to go first in the Assault phase. The Tactical detachment are assaulting, so they move forward to support the Devastators, turning off the road and leaping out of their Rhinos. None of the Space Marines charge into close combat so Jervis goes straight on to work out if there are any firefights. Firefights occur in the Assault phase between all opposing detachments that have units within 15cm of each other. Both sides roll a D6 and add bonuses for the side with the most firepower, least Blast markers, most psykers and so on. The player with the lowest total loses and his detachment takes a hit on the nearest unit, has an extra Blast marker placed on it, becomes broken and is forced to retreat!

Jervis finds that Captain Actaon and one Devastator unit are within 15cm of the Orks. He adds up his firepower: 2 for Devastators and 2 for Captain Actaon (actually 1 doubled to 2 for his *Rapid Fire* ability). So Jervis has a total firepower of 4. Andy adds up the firepower of all the Ork units within 15cm of any Space Marines, getting 10. The Firefight Table shows that the Orks get +2 for having over double the Space Marines' firepower. The Space Marines have more Blast markers than the Orks (3 compared to 1) so the Orks gain another +1. The Orks also have a psyker and the Space Marines don't so the Orks gain a final +1. This gives the Orks a total of +4 to their dice roll for the firefight.

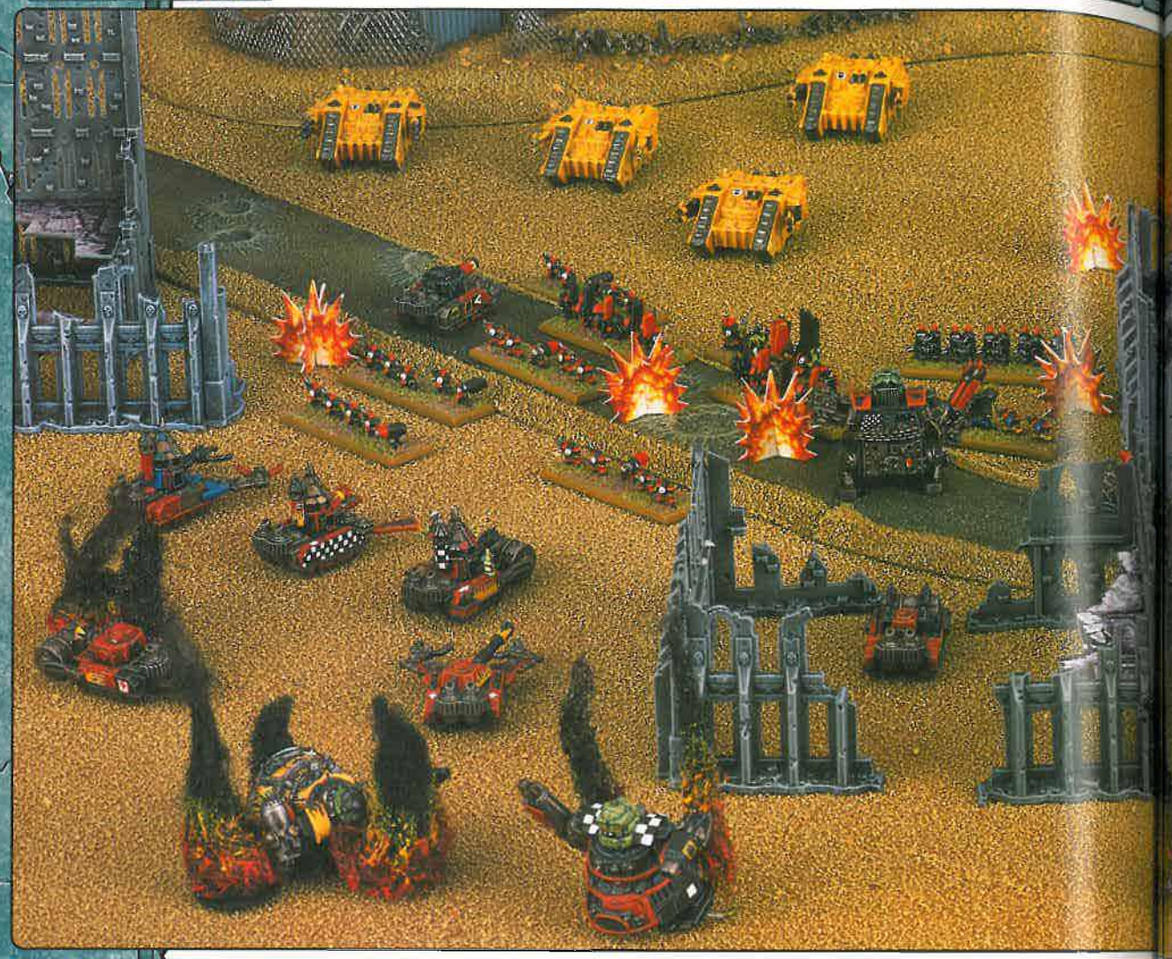
Rolling the dice Andy gets a 2, and Jervis a 4. With the +4 the Orks have a total of 6 to the Space Marine's unmodified 4. Not surprisingly, the Orks win the firefight. Another Blast marker is placed on the Space Marines (they now have 4!), and they take a hit which destroys the closest Devastator unit. Having lost a firefight the Space Marines break and must make a retreat move (a 20cm move regardless of unit's normal speed). At the end of the move any broken units still within 15cm of any enemy units are destroyed. With no Orks behind them, Force Actaon easily retreats to safety.

It is now the Orks' Assault phase. The Ork detachment has 1 Blast marker on it. Normally they would need a leadership test to be able to move, but Andy's Orks automatically pass because there are over 15 units in the detachment, giving +1 to the dice roll. They charge, the Stormboyz in the lead, rocketing forwards on their jump packs and easily reaching the Space Marine Tactical squads. Hanging onto their Battlewagons the rest of the Orks follow them in, leaping off at the last moment. In an assault, each unit can be attacked by a maximum of two enemy units. Swamping the nearby enemy troops, Andy positions his Battlewagons and Boyz stands in contact with those he can reach, moving up the units that are too far away to provide supporting fire. (See the diagram below.)

WHY 15cm? 15cm at Epic scale is the same as 24" on a Warhammer 40,000 board. Players of Warhammer 40,000 will realise the significance of that range as it is both bolter range and the distance between forces at the start of a battle. Basically it's the range at which most of the fighting takes place.

Looking at the sequence of play on the reference sheet, you can see that assaults are always worked out before firefights. There is one big assault, and the Orks begin by totting up the assault values of everything in contact with the enemy. Battlewagons and Boyz are worth 2 each, while the Stormboyz have the *Assault* special ability (giving them +1 to their assault value) so they have 3. To this total is added +1 for each friendly unit within 15cm of the close combat as they can lend a helping hand with bolt gun fire even if they can't reach with their axes. With a large mob of Orks in support Andy ends up with a total of 25.

Jervis then adds up the assault values of his Space Marines. Each unit has a value of 3, and with the Rhinos in support the Space Marines have a total of 15. Like a firefight, an assault is resolved with a modified roll off. The Orks have +1 (because they have a higher assault value) and another +1 because they have a psyker involved and the Space Marines don't. The Space Marines get +1 because the enemy has more Blast markers. Andy and Jervis each roll a D6 and add these modifiers. Andy gets a 2, with the Orks' +2 modifier he scores 4. Jervis rolls a 4, with the Space Marines +1 he scores 5. The Space Marines win by 1. Looking at the Close Combat Results Table, you can see that a victory by 1 is called a Narrow Win. The Ork detachment takes the difference in scores (1) as extra Blast markers. The Space Marines now roll to see if they killed any of the Orks in the fighting. Looking at the table again, it shows that the winners kill on 4's. Jervis has 2



Space Marine units in close combat so he rolls 2 dice. He needs 4 or more to kill the Orks and rolls a 3 and a 5. He chooses to kill the Stormboyz unit as they are the best in assault. The Orks have 4 units in contact with the enemy and so roll 4 dice to kill. The Close Combat Results Table indicates that the losers also require 4's to kill. Rolling 4 dice Andy gets 1 kill and a single Space Marine unit is destroyed. The Orks have lost the close combat and are broken. They must make a retreat move and get further than 15cm from all enemy units or be destroyed, just as Force Actaon had to when it lost the firefight.

LEADERSHIP TESTS. A leadership test is a D6 roll which must be higher than the number of Blast markers currently on a detachment for it to pass. A detachment with more than 15 units remaining gets +1 to this roll. Leadership tests are required to rally a broken detachment, and to move a unit unless it is making a retreat move.

RALLY PHASE

In the rally phase both sides roll to remove Blast markers. Every detachment loses D6-1 Blast markers. The Space Marine Devastators have 4, Jervis rolls and they lose 2 of these, leaving them with 2. The Ork detachment has 2 Blast markers, Andy rolls and the Orks lose neither. Both sides can now try to rally their broken detachments, needing to pass a leadership test to do so. The Space Marine Devastators need to roll over 2, but all Space Marines count as *Stubborn*, which allows them to reroll failed leadership tests. No one is surprised when the Devastators rally. The Orks also need to roll over 2, but they have a +1 to this roll because there are still over 15 units in the detachment. They also rally.

The Land Raider's lascannon sponsons tracked the Stompas, bright flashes of energy criss-crossed the desert. Instantly one Stompa exploded, its head spiralling into the sky as its blackened hull collapsed to the desert floor. Another began to burn fiercely. Battlewagons sent shells arcing back and Actaon ducked into cover as they began detonating all around him.

The Ork charge began again. Above them came the whine of engines as Ork Stormboyz dropped from the skies, bolt pistols blazing. Actaon jumped aside as a speeding Battlewagon's great claw reached for him. He levelled his bolt gun, firing round after round into the charging aliens. He heard the massive explosion of a vehicle's ammunition bin detonating, showering the desert with flaming debris. Amidst the raining fire Actaon strode fearlessly on, he felt the presence of Rogal Dorn within, steeling him against the foe, lending him much-needed strength. Firing left and right Actaon screamed, "For Dorn. For Dorn," venting his fury on the hated alien scum. Bodies littered the ground. Orks lay amidst Imperial Fists, but still the greenskins came on, an unstoppable tide. The last of the Land Raiders detonated, shaking the ground as it became a blackened shell of twisted metal scorching the desert. First he ordered his remaining men to fall back and regroup, then he commended those brothers who had been slain to their primarch before racing after his retreating detachment.

SPECIALISTS AND SPECIAL ABILITIES. There are many specialist units, ranging from *Assault* to *Heavy Weapons*, *Cavalry*, *Infiltrators*, *Psykers*, *Heroes* and *Artillery* to name but a few. These can effect the unit's basic stat line or give them a special rule. For example, *Heavy Weapons* doubles a units firepower and increases its range to 45cm, but halves the unit's assault value. *Cavalry* means that a unit doubles its speed, triples it if they are charging the enemy. *Cavalry* also gets +1 to their armour rating, to a maximum of six.

TURN 2
MOVEMENT PHASE

The Space Marines have the initiative and Jervis elects to move first this time, hoping to stop the Orks from getting too close too quickly. The Tactical troops fall back into the ruins, whilst the Land Raiders rumble forward into range. The Devastators still have 2 Blast markers so they must make a leadership test to move, which they do. With so many Orks nearby, the Devastators regroup and prepares to fire.

The Orks also need to pass a leadership test to move because of their 2 Blast markers. With the +1 for having over 15 units in the detachment they pass easily. They decide to assault again and move to their left, swinging their attack towards the Land Raiders.

SHOOTING PHASE

Again it is the Space Marines who shoot first, this time with the Land Raiders. Each has 2 anti-tank shots, special weapons that always treat the target's armour value as 4. Because they are special weapons they can also pick their targets and may select the most dangerous opponents rather than simply blazing away at the closest. Four Land Raiders have 8 anti-tank shots altogether, of which Jervis decides to fire 6 at the Stompas and the remaining 2 at the Ork Nobz. Eight special weapons attacks cause 1 Blast marker. This fusillade from the Land Raiders destroys 2 Stompas and 1 Nobz unit, which fails its *Hero* save.

The Orks return fire, ignoring the Land Raiders (who have already done as much damage as they can this turn) to shoot at the Devastators (who have yet to go), hoping to kill some of them before they fire back. The Orks have 22 firepower in range, which puts 2 more Blast markers on the Space Marines. Again their total (22) is halved because they are assaulting (giving 11), minus 3 for their blast markers (which leaves 8). Firing at infantry in the open this gives Andy 4 dice, needing 5's to penetrate the Space Marines' armour 5, but the dice fail him and all miss.

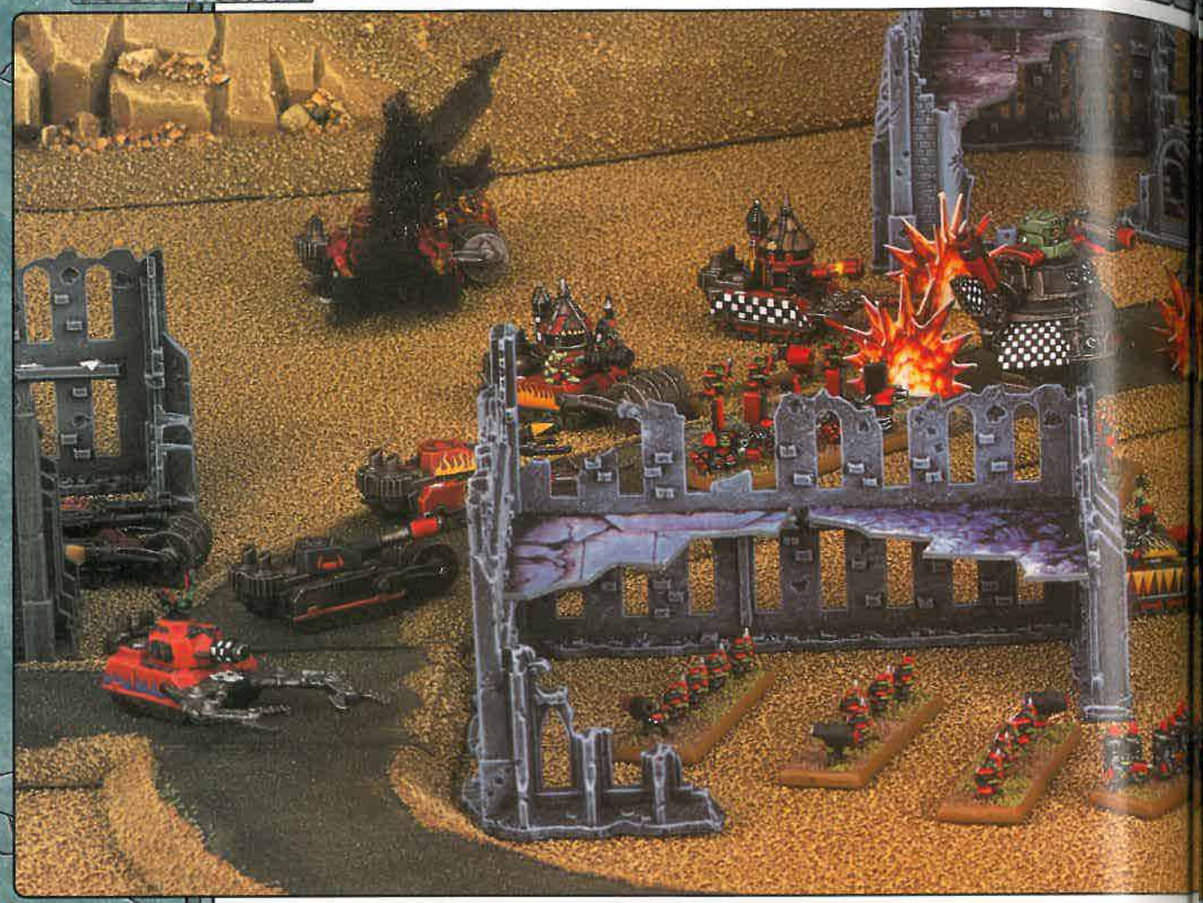
SUPER HEAVY WEAPONS. These are special weapons such as anti-tank shots, barrage weapons, or disrupt attacks. They can still place blast markers like normal firepower based attacks, but have additional special rules. For example, a Death Ray hits any target on a 2+ and causes automatic critical hits to war engines.

With the Orks all done, the Tactical Marines fire back. Some of the Orks are in cover and some in the open, which leaves Jervis with a decision. He can either fire only at the targets in the open or decide to fire at those in cover too. If he decides to shoot at all the Orks, including those in cover, then he will roll less dice. This is because the column on the Firepower Table takes into account the fact that shooting is less effective at troops hiding in cover. If he only shoots at the targets in the open he will roll more dice (an easier target), but he will not be able to kill any of the Orks in cover. As some of these are quite close it is a difficult choice. In the end, Jervis fires at all of the Orks, his shots placing a Blast marker on them and killing a Boyz unit.

Lastly the Devastators let loose, their normally impressive firepower reduced by the Blast markers on them. It is a complete failure, and the Orks don't even get to place another Blast marker.

ASSAULT PHASE

With no Space Marine detachments assaulting this turn, the Orks are left to charge in. Passing a leadership test (necessary because of the Blast markers on the detachment) they pile into both the Land Raiders and the Devastators. Multiple close combats like this are actually no more difficult to resolve than one-on-one fights as they are all resolved in exactly the same way as the assault described in turn 1. The assault values and supporting fire is added up and Andy's Orks end up with 36 to Jervis' Space Marine total of 19. This gives the Orks a total modifier of +2 (+1 for higher total assault value, +1 for having more psykers, +0 because both sides have the same number of Blast markers) and the Space Marines +0. This is a lot closer than last time, and gives Jervis a fighting chance, if only he can roll well...



Disaster! The Orks roll a 6 whilst the Space Marines only roll a 1, the totals are 8 to the Orks and a mere 1 to the Space Marines. A victory of 5 or more is an overwhelmed result on the Close Combat Results Table. Both Space Marine detachments should take 7 Blast markers (the difference in total scores) each, but there is a maximum number sufferable equal to the number of units actually in base-to-base contact. The Devastators have 3 units involved, so they take 3 Blast markers. All 4 Land Raiders were engaged so they take 4. This is a very sensible rule which stops detachments taking vast numbers of Blast markers even though only one unit was actually attacked.

Finally, there was the killing to be calculated. With an overwhelmed result the losers need 6's to kill their foes whilst the victors only need 2 or better. With seven units in contact, Jervis' dice rolls are about average and he kills one Ork stand, the important Weirdboy (important because he is the only psyker present and gives the Orks a +1 in assaults and firefights).

Power armoured boots pounding across the desert, Actaon could still hear the war cries of the Orks close behind him. Bolter shells whistled past him and detonated on nearby rocks. Dodging the explosions he activated the comm-net rune "All forces withdraw to the bunkers. Brother Lentus what is your strength. Respond."

"Brother-Captain Actaon, casualties are acceptable."

"The aliens are closing on the bunkers, you must launch a counter attack. Bring them death in the name of Rogal Dorn." his voice trembled with rage. He had given Lentus a chance for glory, but it was also his last hope. If Lentus could not stop the Orks then the newly built fortifications were doomed.

Activating the comm-net rune again the screams of the dying filled his helmet, the din of explosions echoed from the first bunker. It was already lost. Actaon winced, Lentus' counter attack would be too late. The Captain's unswerving faith was shaken. He felt the weight of failure fall upon him and collapsed to his knees in the dust. Over half his battle-brothers were lost. He no longer had the strength to stop the Orks. To even contemplate defeat was entirely alien to Actaon, he felt lost. "In action as in thought", Actaon remembered the Chaplain's teaching. Defeat came first in the mind. There would be other battles he reminded himself. If faith failed him then there was always vengeance. Reviling his momentary weakness Actaon stood up, turning to watch the four yellow Rhinos of force Lentus racing towards the approaching Ork horde. Again they were terribly outnumbered. He watched as the lead Rhino took a direct hit from a Battlewagon, turning into an expanding fireball before flipping into the air. Lentus' charge turned into a massacre before his eyes. The inexperienced fool had sought a glorious death and wasted his men in vain.

Death in combat honours your chapter, but to an Imperial Fist victory was all. For Lentus there would be no excuses. Every Space Marine is aware of his value to mankind. Actaon acutely so, these battle-brothers were his responsibility. Lentus had made his decision for him. Too many devout brothers had died today. Enough, no more. Actaon swore vengeance and ordered the survivors to disengage and withdraw. This was a sad day, another small piece of the Imperium was lost

With a win like that the Orks are all over the Space Marines (overwhelming them, in fact) and they wipe out the Land Raiders. Force Actaon's Devastators are much luckier and only lose a single stand. The Land Raiders can't break and flee because they're all dead, but the Devastators can and do, making their escape move to safety.

This leaves some of the Orks within 15cm of the Tactical troops in the ruins so a firefight ensues. The Orks have double the Space Marines' firepower, giving them +2 to their dice roll, but they also have more Blast markers than the Tactical detachment and that gives the Space Marines a +1. Andy and Jervis roll the dice and it's a draw. When this happens, both sides take a Blast marker and roll again. The Orks now have five Blast markers, so the Space Marines get an extra +1. Both sides now have +2 which makes it a straight roll off. Another draw! Another Blast marker each and roll again. Finally, the Orks win, causing a hit and a Blast marker on the beleaguered Space Marines who break and retreat behind the ruin.

RALLY PHASE

The Orks now have 6 Blast markers, but Andy rolls a 6 to remove them and is left with just 1 (remember you roll D6-1 for the number of Blast markers you remove). The Devastators have 7

TURN 2
1 Despite heavy fire from Land Raiders, the Orks launch an assault.
2 The Imperial Fists' line crumbles. Force Citus' Land Raiders are wiped out and Force Actaon retreats again.
3 Force Lentus returns to the nearby buildings ready to protect the bunkers should they come under attack.

TRANSPORT VEHICLES. These are tanks, war engines or aircraft which can carry infantry units.

It costs both the transport vehicle and the units it is carrying 5cm of their move to get into or out of a vehicle. You may pick up and disembark units in the same turn, but obviously this will cost a total of 10cm worth of movement from both the transport and its passengers.

Blast markers, but Jervis rolls a 1 so they keep them all. His Tactical troops fare a little better, but are still left with 2.

Both Space Marine detachments need to rally as they are broken. The Tactical troops pass their leadership test, but the Devastators may not even try until the number of Blast markers effecting them is less than the number of units left in the detachment. They will have to wait until they take off some of the Blast markers in the next rally phase.

TURN 3

This time Jervis allows the Orks to move first and again they assault, remembering their objective and moving past the burning wrecks of the Land Raiders towards one of the bunkers. The Tactical Marines pass a leadership test in order to assault too, hoping to repulse the Ork attack. Being broken, all the Devastators are allowed to do is retreat, which they do.

With the Land Raiders destroyed, the Devastators broken, and the Tactical troops out of range, Jervis can't fire a shot and it's up to the Orks. Andy decides to split his firepower, firing 8 at the broken Devastators and 6 at the bunker. The Devastators are already badly mauled and the extra shooting adds another Blast marker to their worries, but it doesn't kill any of them.

The bunker is one of the Orks' objectives and has a damage capacity of 3 and armour value of 6. For shooting, it is classed as an immobilised war engine in the open – an easy target. Even with only a little firepower directed at it, the Orks cause a hit, reducing it to 2. Hits on war engines have a chance of being criticals, so Andy rolls again, hoping for the 6 which will destroy it, but not getting it.

In the assault phase Jervis lets the Orks go first, knowing his Tactical Marines are out of charge range. A Nobz mob and their Battlewagon charge the second bunker. War engines can be assaulted by a maximum number of units equal to their damage capacity halved, rounded up. 3 halved and rounded up is 2. The rest of the Orks move towards the Devastators and the second bunker, not into contact, but into firefight range. In the assault on the bunker the Orks have a +2 combat modifier, but they have more Blast markers than the bunker, so the bunker defenders get +1. The modified roll off is a draw, meaning a Blast marker each and roll again. This time the Orks win by 4, causing another Blast marker. The bunker is a war engine and therefore never makes retreat moves, but the Orks get 2 rolls to damage it at 2+. Both do and as neither hit causes a critical the second bunker is left with 1 damage point. The defenders are left so cowed by this assault that they fail to harm their attackers.

The firefight against the Devastators is heavily stacked in the Orks' favour and they win easily, cutting down the unfortunate Captain Actaon who fails his *Hero* save. The Devastators are almost disappearing under the Blast markers on them as they take another (currently their ninth) and retreat again.

The Orks are now close enough for the Space Marine Tactical troops to assault them assuming they can pass a leadership test. They do, with their *Stubborn* reroll, and in they charge. Supported by their Rhinos and led by their heroic commander the Imperial assault value comes to 24. The Orks, support included, also total 24 – a tie, so neither side gains any bonus. Note that the Orks are still in contact with the bunker so this fight is included in the close combat as well.

The Space Marines win by 1, causing 1 Blast marker on the Orks (victory at last!), but it costs them dear. Working out casualties, Andy destroys the bunker and kills the Space Marine commander, so the fact that he's broken and retreating doesn't feel too bad. With one bunker destroyed, the worst the Orks can get is a draw, they can't lose.

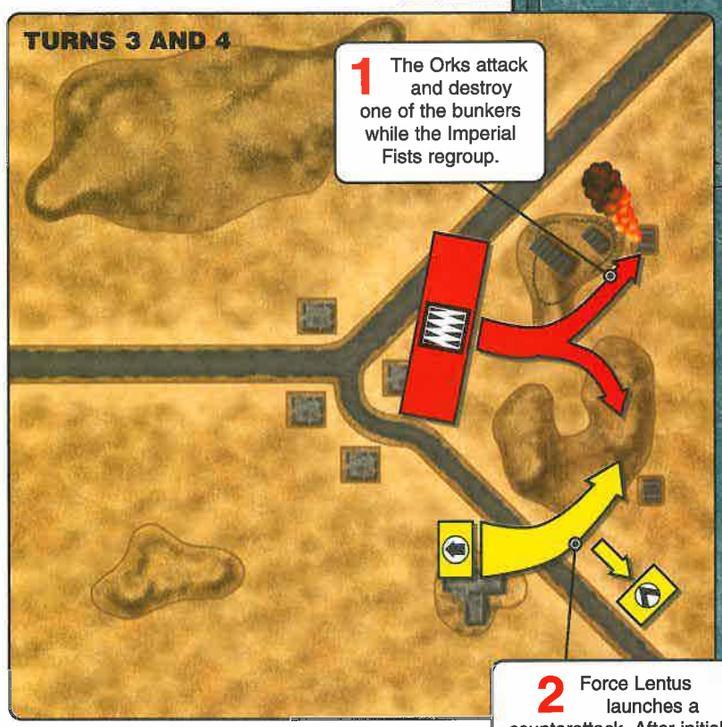
In the rally phase the Orks take off 2 Blast markers and rally. The Devastators only remove one Blast marker, meaning that they still can't rally because they have more Blast markers than units remaining. The Tactical detachment takes off both its Blast markers.

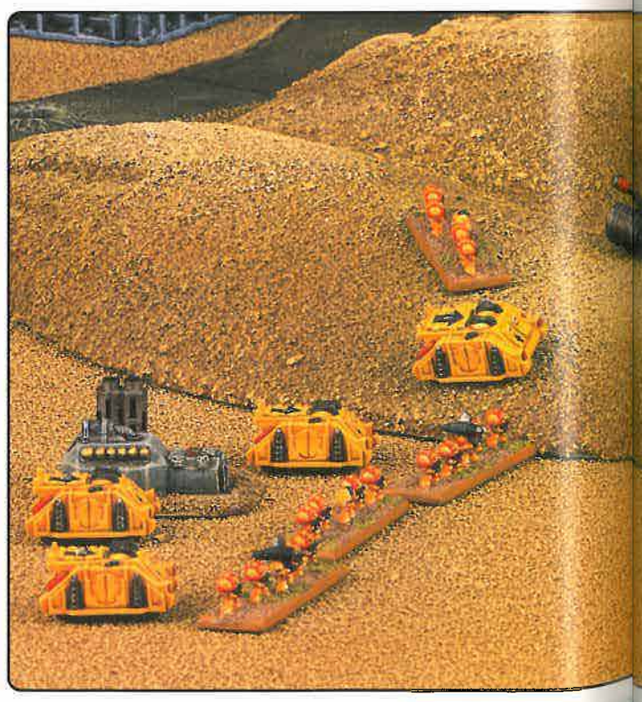
TURN 4

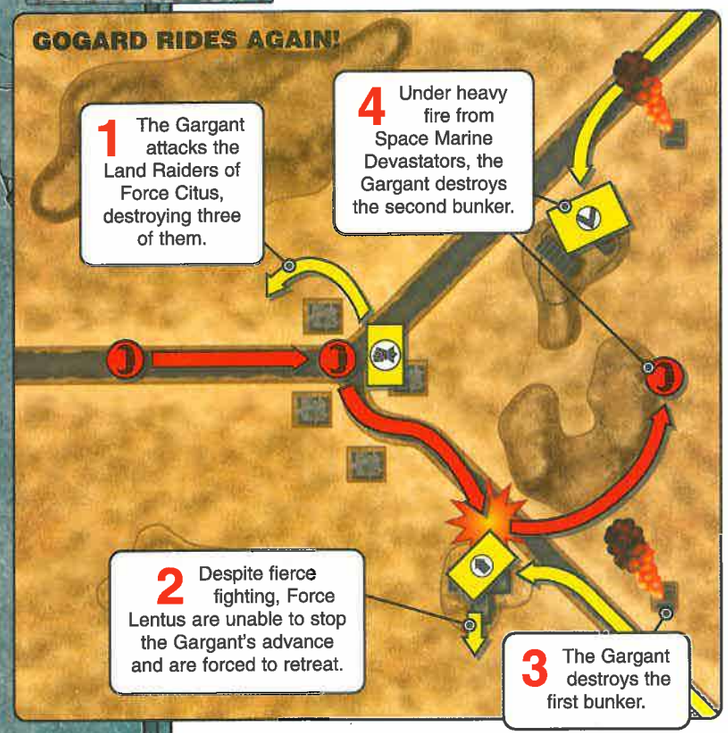
Again Jervis lets Andy move first, but instead of assaulting the Orks go all kunnin' and he puts them on overwatch instead. Jervis responds with an assault by the Tactical troops, rushing towards the Orks. After last turn's victory they are overeager to get to grips with the foe and a unit strays too close. It is snap-fired at, but survives.

The Tactical Marines fire first in the shooting phase, and though they get a meagre 1 dice they still manage to cut down the last of the Stormboyz, killing them in a hail of bolter fire.

The Orks return fire at the Tactical troops and with their re-rolls for overwatch they massacre the Space Marines. All that is left of the detachment is 2 Rhinos. Looking solemnly at what is left of his army, Jervis concedes (in total, all that's left of the Space Marine force is 2 Devastator stands, 2 Rhinos and a lot of Blast markers). The Orks would destroy the second bunker later. Victory to the Orks! Waaagh Gogard!


TURNS 3 AND 4
1 The Orks attack and destroy one of the bunkers while the Imperial Fists regroup.
2 Force Lentus launches a counterattack. After initial success they are all but wiped out by the Orks' fire. Jervis admits defeat.



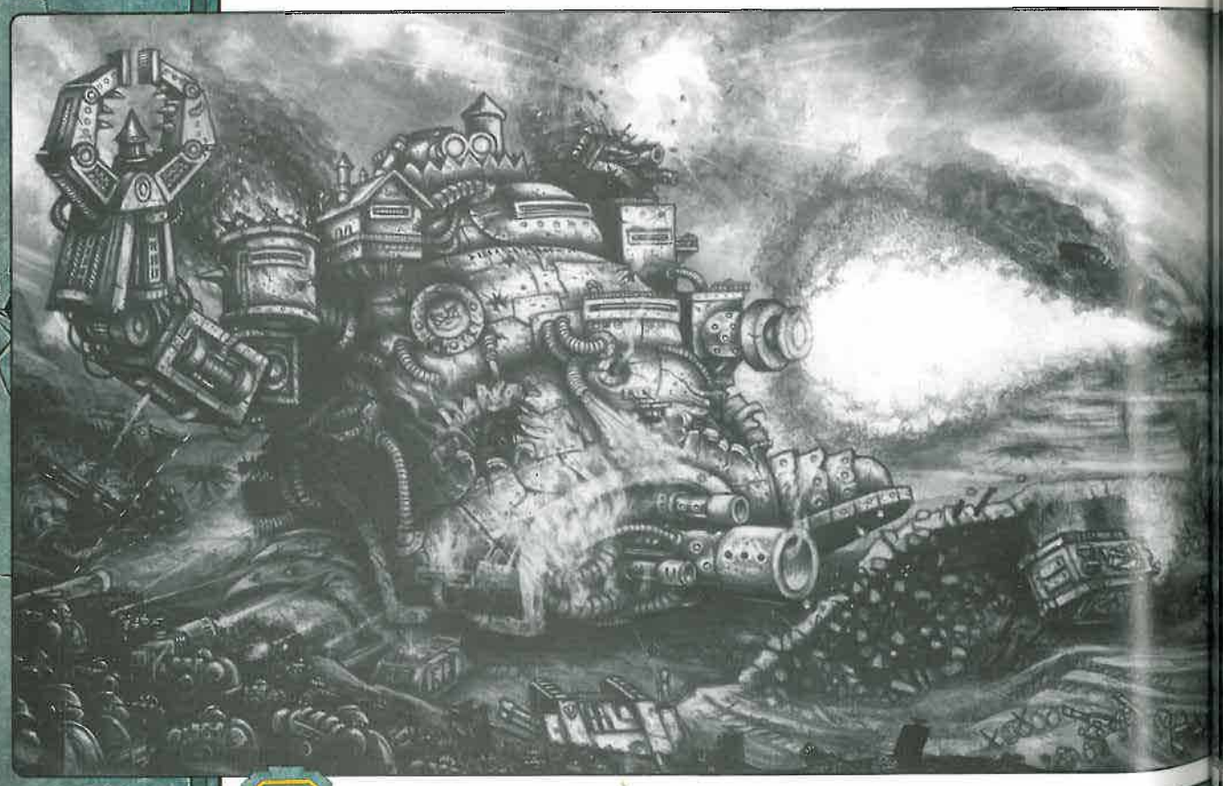

GOGARD RIDES AGAIN!
1 The Gargant attacks the Land Raiders of Force Citus, destroying three of them.
4 Under heavy fire from Space Marine Devastators, the Gargant destroys the second bunker.
2 Despite fierce fighting, Force Lentus are unable to stop the Gargant's advance and are forced to retreat.
3 The Gargant destroys the first bunker.

GAME 2
GOGARD RIDES AGAIN!

In the second game, Andy took over command of the Space Marines. It would be up to him to stop Gogard's Great Gargant (commanded by Jervis) from destroying the bunkers.

Instead of the Devastators, Andy decides to put his Land Raiders at the junction, thinking that their anti-tank shots will be the most useful against the looming Gargant. This leaves the Devastators in foot, in reserve. It will be some time before they can add their heavy firepower to the fight. Jervis deploys the Great Gargant *Korps Grinda* on the road, hoping to use the 5cm road bonus to speed him towards the bunkers.

The Land Raiders don't last long against the Gargant's overwhelming firepower and multiple super heavy weapons. Three are destroyed in the first attack alone. The Gargant reaches the junction having lost 5 of its 12 shields, but otherwise undamaged. As it comes, the Tactical Detachment pours overwatch fire into it, stripping off its remaining shields and damaging its left arm's heavy weapons battery. Blast markers begin to pile up around the Great Gargant, but it rumbles on, assaulting the Tactical Marines and engaging a unit in close combat. The Gargant's massive assault value completely overwhelms the luckless Imperial Fists who scatter before it, fleeing beyond 15cm of the Gargant to avoid destruction. Once out of immediate danger they rally, trying to reform into some semblance of a defensive line.



WAR ENGINES. This is a category of very large units with more than one damage point. Large war engines such as Titans often have energy shields as well, making them very tough. Each war engine has a data sheet in the Armies Book. War engines include all Titans, from Warhound Scout Titans with only 2 void shields and a damage capacity of 4, to massive Imperators with 12 void shields and a damage capacity of 24. It also includes Ork Gargants and Battle Fortresses, Imperial super heavy tanks and Leviathans, Chaos Lords of Battle, Banelord Titans and Tyranid Bio-Titans.

War engines work a little differently from infantry and vehicles. They always move, fire in the Shooting phase (at full, not half value) and move again in the Assault phase. They cannot overwatch, march or make any other unusual moves. War engines are not very manoeuvrable, and may only make a single free 45° turn each phase. Extra turns cost 5cm of their movement. War engines are never broken by firefights or close combat and do not make retreat moves. This allows them to keep rolling forward, blasting away at the enemy. They can be stopped by Blast markers and do still need to take leadership tests in order to move, but if they have more than 15 damage points remaining they get +1 to this roll.

All war engines have a critical damage table. A hit on a war engine can cause a critical on the roll of a 6. Critical damage varies from minor hits to instant catastrophic damage. Catastrophic damage means that the war engine has been destroyed in one of several spectacular ways. Consult the catastrophic damage table for that particular war engine to see if it turns into a blazing inferno or whether the main magazine detonates, sending burning shrapnel and other debris over a wide area.

The first bunker falls easy prey to the Gargant's lifta droppa. It is wrenched from its foundations and flung to the ground almost casually as the Gargant strides past, shoulder batteries still blazing at the Tactical Marines in its wake. The Imperial Fists return fire, continuing to blast the war engine with all the firepower they can bring to bear. The last Land Raider moves into range again, but its anti-tank shots fail to seriously damage the massive machine. The Devastators on overwatch launch a hail of fire from their positions in the ruins, and again fail to score any criticals. *Korps Grinda* survives, but with only 5 damage points remaining it will not take much to destroy the Gargant next turn.

In a bid to win the game at a single stroke, Jervis fires every weapon in the Great Gargant's awesome arsenal at the last bunker. The gaze of Gork is just out of range and the mega-cannon misses. Then comes the heavy weapons battery. A hit, another, but no more. The bunker still has one point of damage remaining. It comes down to the lifta droppa. If it fails to hit then the Space Marines will surely destroy the weakened Gargant with their next turn's firing. It's Gogard's last chance. Jervis needs a 4+ to grab the bunker and destroy it. He rolls the dice and...

.. it's a hit! The bunker is smashed to pieces and Jervis wins the game! But Space Marines don't admit defeat so easily (and besides, everyone wants to know if *Korps Grinda* could survive another turn's shooting) so they carry on and a storm of fire erupts around the towering Great Gargant. It shudders under the impacts, then suddenly its ammunition magazine detonates, and *Korps Grinda* disappears in a spectacular explosion. Too late to save the battle though, Gogard has taken his revenge, again!

REPAIR ROLLS. Critical damage to a war engine can be repaired in the rally phase on a roll of 4+. This includes such things as putting out fires and fixing lost void shields.